

# Gateway to Karos

for the BBC Microcomputer

## Hints and answers

Here is a list of commonly asked questions about Gateway to Karos, together with a set of hints and answers.

The hints and answers are arranged in a jumbled order to make it harder to see the solution to other questions accidentally. If you do not want to risk spoiling the rest of the adventure, ask a friend to look up the hint or answer to your question for you.

## Problems arising, hints and answers

The wolves get me whenever I venture into the forest.

Hint 9, Answer 16

I keep sinking in the swamp.

Answer 17

I can't read the ancient book.

Hint 28, Answer 82

The book isn't worth any points and I can't drop it.

Hint 67, Answer 97

What happens in the forest clearing?

Hint 72, Answer 57

I can't open the steel cylinder.

Hint 90, Answer 66

What do I do at the mound on the tip of Vorkness?

Hint 36, Answer 57

The card-players in the inn won't tell me anything.

Hint 98, Answer 29

I can't get any useful information out of the witch.

Hint 18, Answer 35

There doesn't seem to be enough money to buy everything I need.

Hint 38, Answer 85

I die soon after visiting the witch.

Hint 77, Answer 50

Buying a drink seems to cost an awful lot of money. I've hardly anything left!

Hint 102, Answer 93

The ladder breaks when I try to descend/ascend the mine.

Hint 44, Answer 12

I can't get up the shaft in the ceiling of the square room.

Hint 1, Answer 39

The kobolds keep stealing my lamp.

Hint 10, Answer 79

I fall to my death in the kobold room.

Hint 58, Answer 2

I can't find the entrance to the Hidden Valley.

Hint 73, Answer 31

I can't get past the undergrowth.

Hint 62, Answer 55

A great rock falls on me when I try to go north.

Hint 3, Answer 86

I can't get the harp into the Hidden Valley.

Hint 47, Answer 69

I need the harp for my collection of treasure, but I can't get it *out* of the Hidden Valley!

Hint 56, Answer 92

Stalactites fall on me in the pool cave.

Hint 32, Answer 23

I can't escape from the Black Grove. My strength just drains away and I die.

Hint 96, Answer 43

I keep wandering around the Stone Web until I die.

Hint 51, Answer 48

I can't unlock the mountain door.

Answer 42

I can see a key in the well but can't get it.

Hints 4, 60; Answer 83

I get trapped on Kuklos.

Hint 59, Answer 63

Eating and drinking don't seem to renew my strength.

Answer 68

I can't get the treasure out of the dragon's cave without being killed.

Hint 24, Answer 49

The dragon is dead but I still can't get the treasure.

Hint 45, Answer 5

I keep getting shipwrecked.

Answer 101

I get lost on the open sea.

Hint 41, Answer 100

The Kraken keeps destroying my boat and killing me.

Answer 27

I come to grief in the Needle Rocks/Whirlpool.

Hint 14, Answer 71

I keep losing my way in the mountains and falling over precipices.

Hint 34, Answer 95

Is the carpet a magic one? I can't get it to fly.

Hint 40, Answers 99, 104

I can't cross the pit in the passage.

Hint 7, Answer 20

Even with the plank I can't bridge the pit.

Hint 89, Answer 13

I can't get past the griffin.

Hint 80, Answer 6

I can't get past the serpent.

Hint 70, Answer 86

I can't turn the iron wheel.

Hint 87, Answer 94

My lamp doesn't last long enough.

Hint 25, Answer 103

The lamp won't light.

Hint 19, Answer 88

I can't refill the lamp with oil.

Hint 33, Answer 81

I've explored the lake cavern but think I must have missed something.

Hint 8, Answer 46

I get in sight of something interesting then get electrocuted!

Hint 15, Answer 26

What does the mirror do?

Answer 54

I can't get beyond Khoronz's laboratory.

Hint 22, Answer 74

The door of the room east of the laboratory won't open, even though I have the key.

Hints 61, 76, 65; Answer 37

I can't raise the stone slab in the small room.

Hint 21, Answer 30

The volcano erupts and kills me.

Hint 75, Answer 91

Sometimes my condition starts dropping very rapidly. It doesn't seem to depend on where I am particularly.

Hint 11, Answer 84 (but see also Hint 77, Answer 50)

I can't find the Gate again. It seems to have vanished!

Answer 53

I can pass through the Gate but it doesn't take me anywhere.

Answer 64

I don't seem to be able to carry all the valuable objects to take them back through the Gate.

Hint 52, Answer 78

## Hints and answers

1. Find something to stand on.
2. Don't try to move in the dark.
3. How can you precipitate an avalanche while standing clear of it?
4. It's an *iron* key. Does that suggest anything?
5. Wear the gloves.
6. Throw the metal sphere at him.
7. You need something to serve as a bridge.
8. Very probably. Have you investigated the waterfall?
9. Find yourself a weapon as soon as possible.
10. How can you scare them off?
11. Certain objects, although precious, are highly inimical until you get them home. What are you carrying?
12. Remove your armour.
13. Break the big jar. This can only be done with the hammer.
14. Stay clear!
15. One of Khoronz's infernal devices! However, there's nothing magical about this one. How can you render it harmless?
16. Either buy something in Thwil, search the eastern cliff-tops or make a quick dash for the forest hut and get the axe.
17. Although it is possible to get out using a fixed sequence of moves it's best to stay out altogether. There's nothing interesting in there.
18. Take her the things she requests.
19. If you've already had it lit it's probably empty. If not, remember it isn't an electric lamp that can just be switched on.
20. Put the plank across it.
21. A lever is useful.
22. Buttons numbered 1, 2, 3, 4, 5. Now where have I seen numbers written before?
23. Make your music with a *quiet* instrument.
24. Either poison the creature or trick him with magic.
25. Don't waste it.
26. Short circuit the current by connecting the plates with the wire.
27. He's a large and powerful beast. You need to be very well-armed to fend him off. Furnish yourself with all the weapons and armour you can find.
28. You need to be wearing a certain magical object.
29. Buy them a drink.

30. You need the iron bar.
31. Go north from the hermit's cell, then north-west.
32. You're making too much noise!
33. Is it wise to pour oil into a lighted lamp?
34. This is confusing terrain: it all looks the same. How can you make the places look different?
35. Drop the green fern and the red-flowered plant in the cottage.
36. What would an archaeologist do?
37. The words required are Arcana Tenebrae.
38. There are three separate hoards of coins and the total amount is sufficient.
39. Bring the anvil into the room, stand on it and climb up.
40. Yes it is, but you can't use it while carrying it and you must command it explicitly or it can be dangerous.
41. Navigate more carefully! But if you do get lost try the usual things with magical objects (waving, rubbing, ringing etc).
42. Not without the key you can't! Keep looking!
43. Either wave the wooden rod or ring the bell.
44. Make yourself lighter.
45. Protect your hands.
46. Go behind it. (But go south-east to get out safely again.)
47. This is where a rope comes in handy.
48. Go north from where you found the rod. South-west from here will take you out of the Web. Waving the rod here will also take you out, but beware!
49. Drop the berries for him to eat, or wear the cap of invisibility.
50. Only honest adventurers can succeed in the quest: and you know very well what I mean!
51. There is a fixed move sequence to take you out. Magic may be used too.
52. Are you wearing absolutely everything wearable? Have you discarded everything which can't be worn and isn't treasure? (The bag is an exception.)
53. It's a weird object. It can only be approached from the west side. To take two examples: If you go south from the marshy hollow you will see it on a hill to the east. If you go north from the ore-washing mill, then keep going east, it will come into view in the same way.
54. Nothing (at least not in this adventure), but it's a valuable treasure.
55. You need the axe from the woodcutter's hut.
56. The method for getting it in can't be used to take it out. Have you brought the carpet with you?
57. Dig: but find the spade first.

58. What can you expect when the floor is full of pits and shafts?
59. Magic can only be countered by stronger magic. What have you just found?
60. Has there been anything to suggest that one of the objects you are carrying might be magnetic?
61. The key is useless here. The clue you need is in the ancient book.
62. You'll have to cut it down.
63. Wear the iron circlet, then try launching your boat.
64. That's right: it will only take you home if you are wearing the Talisman (and that's another hint!)
65. You need a two-word phrase. It was once carved over the gateway at Skarp castle, but some of the lettering has crumbled away. There are two anagrams of the complete inscription to help you piece together what remains. Have you found these yet?
66. Unscrew the end with the screwdriver.
67. So don't pick it up!
68. They do; but only when your condition falls below 256.
69. At some stage tie the rope at the top of the vertical shaft in the Valley. When you get the harp, sail into the Dogshead tunnel and tie the lower end of the rope to it. When you next visit the Valley, pull up the harp.
70. He hates loud noises.
71. You are given sufficient warning of these hazards to avoid them if you are alert.
72. What does a patch of disturbed soil suggest, and what can you do about it?
73. The hermit was referring to a place quite close to where he lives.
74. Rub the crystal. The secret combination will then be revealed.
75. Make adequate preparations before taking the harp.
76. *Words alone* unlock the secrets of the dark. What magic words have you seen recently?
77. Entirely your own fault! It's dangerous to double-cross a witch!
78. There are 12 wearable objects, most of them treasures and some of the others (such as the sword and mail) quite valuable. (Yes, you *can* wear the sword, provided you are wearing the belt.) The objects which must be *carried* rather than worn number 14. All of these (except the essential bag) have a high points value. Objects such as the lamp which are neither valuable nor wearable should now be discarded.
79. Pull the lever on the copper tube, and do it as soon as they appear.
80. There is a certain missile which will kill him.
81. Turn off the lamp, then fill it.
82. Wear the iron circlet.

83. Tie the string to the black stone (which is a piece of magnetite), then lower the stone down the well.
84. Don't walk around more than you can help with Vork's crown and cup. Use the magic carpet to fly them to the Gate.
85. You don't actually *need* every single object on sale, but you *can* buy them all if you wish. There is enough money to do so, but it won't leave you anything to soften up the card-players.
86. Blow the horn loudly.
87. How do you free a rusty wheel?
88. You need the tinder box to light it with.
89. Put out the fire. You need water: lots of it.
90. It has a *slotted* end.
91. There are several ways of escape. If you leave your boat at the beach on Pykon Bay then acquire the means to deal with the serpent and the griffin before taking the harp, you will have enough time to be safely at sea when the climax of the eruption occurs. Experienced players will find other (magical) ways of escape which are faster and less error-prone.
92. You can fly out of the Valley on the magic carpet, taking the harp with you.
93. Make your other purchases first, *then* visit the inn.
94. Oil it with some of the lamp oil from the flask.
95. Drop objects and map the mountain passes. Be prepared to save and continue quite a few games before you find all the moves which lead to precipices.
96. Only magic helps here. What do you have that you could wave, rub or manipulate in some other way?
97. Like the famous grimoire of Albertus Magnus, once you have it you can't get rid of it. You can read it without picking it up. (And it gives more than one message.)
98. Try to make them more friendly. You're in a tavern, remember.
99. Drop the carpet, stand on it and command it to fly to a *named* place.
100. Don't sail directly away from the coast, but if you do get lost either wave the wooden rod or ring the bell.
101. Read the descriptions of your surroundings with great care and sail parallel to the coast.
102. So take very little in there with you.
103. Turn it off when you're not in the dark. You can also refill it from the oil flask.
104. Gate, Kuklos, Skarp, Vorkness, Thwil, Pykon, Acris. Omitting the name is risky!